

Feats by Category

DRUID FEATS

- Enhanced Familiar
- Leshy Familiar
- Plant Empathy

GENERAL FEATS

- Fleet
- Shield Block

LESHY FEATS

- Leshy Lore

SKILL FEATS

- Additional Lore
- Experienced Tracker
- Natural Medicine

Feats A-Z

Additional Lore

Feat 1

General Skill

Your knowledge has expanded to encompass a new field. Choose a Lore skill subcategory. You become trained in it. At 3rd, 7th, and 15th levels, you gain an additional skill increase you can apply only to the chosen Lore subcategory.

Special You can select this feat more than once. Each time you must select a new subcategory of Lore and you gain the additional skill increases to that subcategory for the listed levels.

PC1

Enhanced Familiar

Feat 2

Druid

Prerequisites a familiar

You infuse your familiar with additional primal energy, increasing its abilities. You can select four familiar or master abilities each day, instead of two.

PC1

Experienced Tracker

Feat 1

General Skill

Prerequisites trained in Survival

Tracking is second nature to you, and when necessary you can follow a trail without pause. You can Track while moving at full Speed by taking a –5 penalty to your Survival check. If you're a master in Survival, you don't take the –5 penalty. If you're legendary in Survival, you no longer need to roll a new Survival check every hour when tracking, though you still need to roll whenever there are significant changes in the trail.

PC1

Fleet

Feat 1

General

You move more quickly on foot. Your Speed increases by 5 feet.

PC1

Leshy Familiar

Feat 1

Druid

Prerequisites leaf order

You call a minor spirit of nature into a plant body, creating a leshy companion to aid you in your spellcasting. You gain a familiar, which has your choice of either the plant or fungus familiar ability; this doesn't count against your usual limit of familiar abilities (typically 2). The spirit you call has a more tenuous connection to its plant body than fully independent leshies, so it is Tiny in size like other familiars.

PC1

Leshy Lore

Feat 1

Leshy

You deeply understand your people's cultural traditions and innate strengths. You gain the trained proficiency rank in Nature and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Leshy Lore.

PC1

Natural Medicine

Feat 1

General

Skill

Prerequisites trained in Nature

You can apply natural cures to heal your allies. You can use Nature instead of Medicine to Treat Wounds, including higher Nature proficiency letting you attempt more difficult checks. It doesn't replace Medicine for uses of the skill other than Treat Wounds or for feat prerequisites.

If you're in the wilderness, you might have easier access to fresh ingredients, allowing you to gain a +2 circumstance bonus to your check to Treat Wounds using Nature, subject to the GM's determination.

PC1

Plant Empathy

Feat 1

Druid

You have a connection to flora that allows you to communicate with them on a rudimentary level. You can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

PC1

Shield Block

Feat 1

General

Trigger While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

PC1